

# Yixuan Ye

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## EDUCATION

### University of Southern California(USC)

Computer Science Master

Aug 2021 - May 2023  
Los Angeles

- GPA: 3.73/4.00.
- Related courses: Web Technologies, Algorithm Analysis, Data Base, Graphics and Rendering etc.

### Zhejiang University (ZJU)

Computer Science specialize in Digital Media Technology bachelor

Sep 2017 - Jun 2021  
Hangzhou

- GPA: 3.81/4.00.
- Honors/Awards: Third class academic scholarship((ZJU, 2020&2018), Academic Excellence Model (ZJU, 2020&2018), Social Work Model (ZJU, 2020&2019&2018), Star Minister (Students Union, ZJU, 2018), 3rd Prize of the 32nd National Physics Competition for Middle School Students (Chinese Physical Society, 2015).

## WORK EXPERIENCE

### Amazon

Software Engineer Intern

May 2022 - Aug 2022  
Sunnyvale

- Complete the classification of copyrights, based on **Naive Bayes Model**. Accuracy is about **94%**.
- Deploy the classification module to the Amazon License Compliance(ALC) website based on **Flask and SQLAlchemy**. Supports functions such as online model update, copyrights modification, and demonstration of machine learning credibility.
- Develop CodeSigner digital signature website based on **ruby, rails framework and AWS(EC2, S3, SQS etc)**.

### ByteDance

Software Engineer Intern

Apr 2021 - Jun 2021  
Hangzhou

- Complete the digital character's lip animation. According to the phoneme input mapping to **Blend Shape** animation parameters, adjust the animation **state machine**. Improved animation performance and reduced data redundancy.
- Complete the virtual idol chatbot including UI control logic script, network request module, client animation and other module coding. This tool can be used for offline animation testing of virtual idols.

### ByteDance

Software Engineer Intern

Jul 2020 - Apr 2021  
Hangzhou

- Programmed the combat parts of the game with **C# and Lua**, including scene loading, special effects, sound effects, logical calculation and other client-side methods; completed the transformation of the combat scene from 2D to 3D.
- Complete client work such as sound management, joystick mobile characters, game packaging, UI prefab construction and logic code writing.
- Participate in the development of **DCC** art tools and realize the automatic execution of some art works. For example, automatically generate Materials based on texture files, automatically generate .prefab files based on .fbx files, one-click preview of animation .fbx files, model replacement, and so on. This greatly improves the efficiency of art resource iteration.
- Develop daily report robot based on **Lark api** and **ByteDance Serverless Service**. The daily report robot can regularly crawl the daily report and remind colleagues who have not completed the daily report.

## PROJECTS

### Event Search Web/IOS

University of Southern California

Jan 2023 - May 2023  
Los Angeles

- Independently developed an event search application, realizing functions such as retrieval based on various conditions, display of event details, and local favorites.
- The backend is built using **node.js and express**, and deployed on **Google Cloud Platform**. The integration calls APIs including **ipinfo, ticketmaster, google map, spotify**, etc.
- The front end of the webpage is built using the **Angular** framework. Link: <https://csci571-hw8-377721.wn.r.appspot.com>.
- IOS client uses **swift and swiftUI** for development. Link: [https://github.com/xuanye233/Event\\_Search\\_IOS](https://github.com/xuanye233/Event_Search_IOS).

### Image Retrieval Website Development

Technical leader, supervised by Prof. Hongxin Zhang from ZJU

Oct 2019 - Jan 2020  
Hangzhou

- Utilized **Python and Flask** to develop a **Html5** website that supports **SQL** statement query, general semantic query, image query, registration and login, AliPay permission, image watermark, and movies recommendation, etc.
- Crawled data (name, poster and actor, etc.) of 250 movies from movie.douban.com, designed various image similarity algorithms to support image retrieval of movies.

## EXTRACURRICULAR ACTIVITIES

### Student Union of Zhejiang University

Staff, Deputy chief of staff, Chief of staff

Oct 2017 - Aug 2020  
Hangzhou

- Responsible for the management of materials, documents and financial work of the Student Union.
- Large-scale campus activities such as New Year's Eve with tens of thousands of participants were held.

## MISCELLANEOUS

- **Programming Language / Platform:** C, C++, C#, Python, JavaScript, Lua, Ruby, Swift, SQL, Unity, Rails, Angular, AWS, GCP
- **Languages:** English, Mandarin